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SAMURAI SHODOWN®

INSTRUCTION BOOKLET

TAKARA

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this booklet for future reference.

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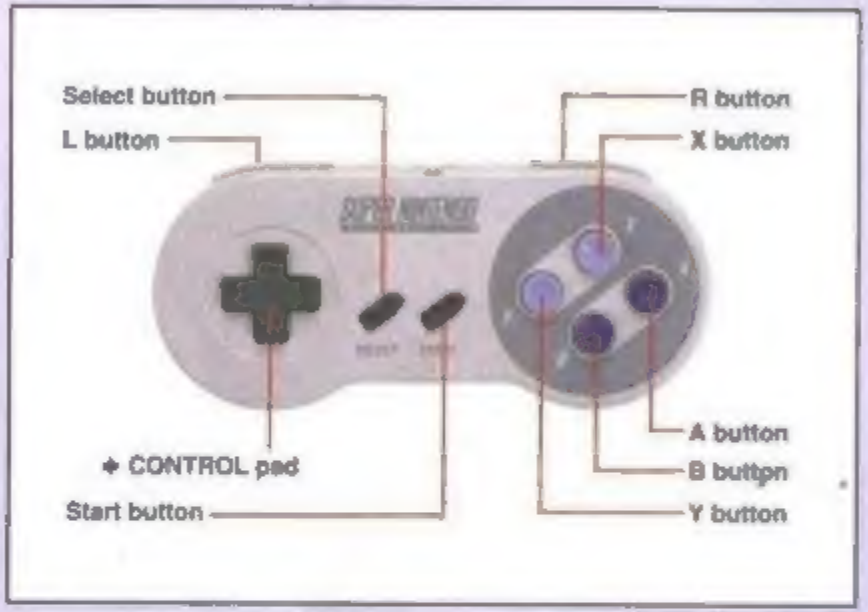
Story

At the end of the 18th century, Japan suddenly became engulfed in a wave of natural disasters and cruel and vicious wars. Life became a constant and brutal battle for survival. The maelstrom of evil began spreading across the seas to other countries, and it seemed as if the whole world would soon be enveloped in an age of darkness.

A man with mysterious powers, preaching a heretical religion, had appeared at the same time the troubles began. It seemed that the violence and evil was connected to this religion, for war and disaster followed wherever it spread. The man's name was Shiro Tokisada Amakusa, and his power grew stronger and stronger by the day, until it seemed that nothing could stand in his way...

Little did the world know that Amakusa was actually the servant of the evil Ambrosia, and had been sent to draw the world into a vortex of chaos and destruction. Now, as Amakusa's influence spreads to country after country, it's time for the final battle...it's time for a SAMURAI SHODOWN!

Using the Controller



A/X BUTTON :

Slash attack (punch attack when character has no sword)

B/Y BUTTON :

Kick attack

L/R BUTTON :

Press at the same time as the Slash and Kick buttons to do strong attacks

START BUTTON :

At the Title screen	:	Starts game, sets game mode
At the Option screen	:	Returns you to the Title screen from Option mode.
When fighting (1)	:	Pauses game. Press again to resume play.
When fighting (2)	:	Lets a second player join in mid-way through the game in 1P Game mode (press the Start button on the 2P controller to join in).

SELECT BUTTON :

Not used.

✦ CONTROL PAD :

At the Title screen	:	Selects game mode.
At the Option screen / Character Select screen	:	Changes option settings, selects character.
When fighting	:	Moves character

* These button assignments can be changed in Option mode.

Starting the Game

Insert the Game Pak into your Super Nintendo Entertainment System, and turn the power ON. The Title screen will then appear. Press the Start button at the Title screen or Demo screen to skip to the Game Mode Selection screen. Select a fighting mode with the ✦ Control Pad, and press the Start button to set.

Game Modes

1P GAME MODE

You're a lone samurai, taking on the toughest warriors in the world, one after another! Select your samurai character with the ✦ Control Pad, and press the Start button to set. The game will then begin.

VS GAME MODE

Cross swords with a friend! Each player selects a samurai warrior and fights it out in a battle to prove who's number one. You can both select the same warrior.

COUNT DOWN GAME MODE

A no-holds barred fight to the bitter end! In this mode, you choose a samurai and fight it out for a fixed time against opponents who appear one after the other, trying to score as many points as you can. The game ends if you defeat all the enemy characters, or when time runs out. Your score is then calculated. You don't have a life gauge in this mode, but if you are injured by your opponent your score will decrease.

1. Time remaining
2. Score
3. Enemy life gauge

SPECIAL BONUSES

Two types of bonus points may be added to your score.

1) If you defeat an enemie in less than 60 seconds, a time bonus will be added to your score. The shorter the time, the higher the bonus.
2) Every time you defeat an opponent, 2000 points will be added to your score.

Option Mode

This is where you get your chance to configure the game - set up your ideal samurai setting!
Move the ✚ Control Pad up or down to select an item, and move it left or right to change it. You can change the button configurations of your controller in this mode. Press the Start button to return to the Title screen.

GAME LEVEL

Changes the difficulty level of the game in 1P Game mode.

GAME TIME

Changes how long a duel goes.

SOUND MODE

Lets you choose either mono, stereo or surround sound.

BUTTON CONTROL

Changes the button configurations of your controller.

L. SLASH _____ Light slash
M. SLASH _____ Medium slash
L. KICK _____ Light kick
M. KICK _____ Medium kick
HARD _____ Hard attacks
HARD _____ Hard attacks

DOLBY SURROUND™

If you connect your Super Nintendo Entertainment system to Dolby surround sound-capable amps and speakers, you can enjoy listening to super realistic stereo surround sound while playing this game.

* *Dolby and the DOLBY symbol are registered trademarks of the Dolby Research Center.*

Game Rules

Samurai follow a strict code of behaviour...and the following Shodown rules! The first warrior to win two out of three duels wins the match. A referee indicates the start of each duel and the winner.

- A duel ends when a warrior's strength reaches zero, or when he or she can no longer stand up. The warrior still standing is declared the winner.
- If there is a fixed time limit, and both warriors have won the same number of duels at the end of a match, the warrior with the most strength remaining is declared the winner.
- In the event of a double knockout, or when both warriors have the same remaining strength level, the duel ends in a draw.
- If neither warrior wins two out of 3 duels , there is a final duel to decide the winner. The winner of this duel is declared the winner of the match.

What You See On Screen

❶ 1P score	:	Shows the player 1 score.
❷ 2P score	:	Shows the player 2 score.
❸ 1P life gauge	:	The life gauge for player 1. Every time your character is injured the life gauge decreases. A duel ends if it reaches zero.
❹ 2P life gauge	:	The life gauge for player two.
❺ Match timer	:	Shows the amount of time left remaining in the duel.
❻ 1P victory indicator	:	Lights up when player 1 wins a duel. You need two wins out of three to be victorious.
❼ 2P victory indicator	:	Lights up when player 2 wins a duel.
❽ 1P rage gauge	:	Shows the amount of "rage power" for player 1. Check out page 18 for details.
❾ 2P rage gauge	:	Shows the amount of "rage power" for player 2.

Player Join-In

TWO SAMURAI ARE BETTER THAN ONE!

When playing in 1P Game mode, a second samurai can join in at any time. Press the Start button on the 2P controller and player 2 can begin playing the game.

CONTINUE

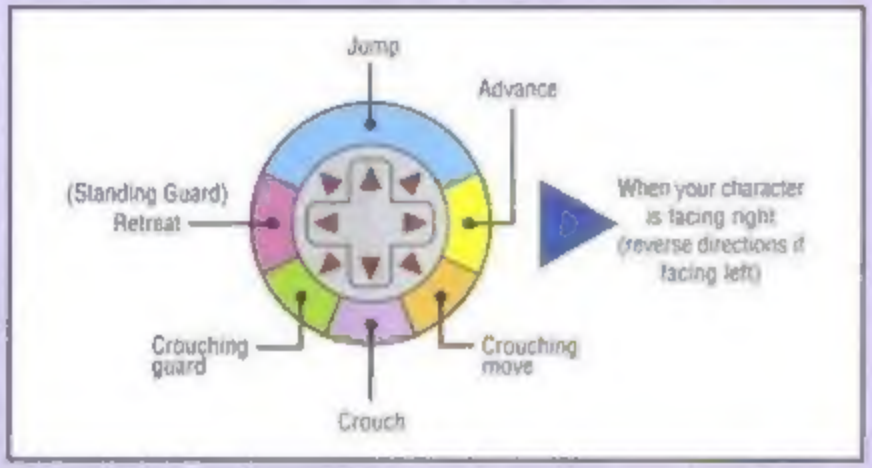
After losing a match in 1P Game mode, the Continue screen appears. If you press the Start button before the countdown reaches zero, you can start playing again from where you were defeated. If you've achieved a high score, you can input your name, and then continue the game. Use the ✦ Control Pad to select letters, and press the A button to set.

Bonus Stages

Bonus stages appear during the game. In these stages, straw dummies appear from the top and bottom of the screen - cut down as many as you can!

If you manage to cut down the minimum number of dummies within the time limit, a special bonus will be added to your score. Be prepared - the bonus stages get harder and harder as the game goes on!

Basic Controls



Genan Shiranui, Kyoshiro Senryo, and Wan Fu can do a forward crouching move (✚ Control Pad to bottom right) and a crouching retreat (✚ Control Pad to bottom left).

For hard attacks, press the hard attack button and either the Kick or Slash button simultaneously. If you press both the light and medium Kick or Slash attack buttons at the same time, you'll unleash a Power attack for maximum damage! If you try to do a Slash attack when you don't have a sword, you'll only be able to do a low-power punch attack.

* Button arrangements can be changed in Option mode (please refer to page 10 for details).

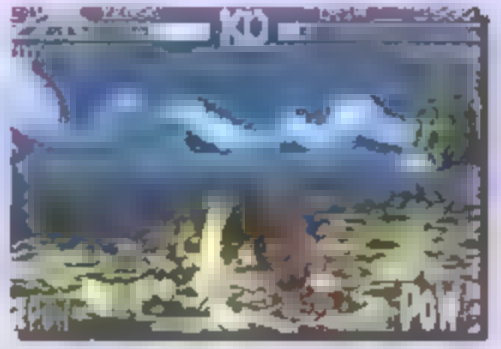
DASHING AND JUMPING BACK

Rapidly press the ✚ Control Pad twice forwards to dash, and twice backwards to jump back. Don't underestimate these kind of moves - they may seem kind of boring, but if you use them skilfully, you'll find they come in very handy!

SPECIAL ATTACKS

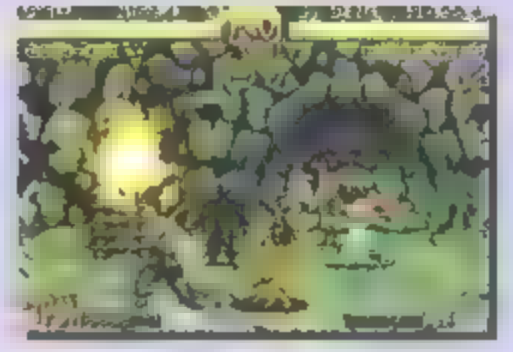
Each samurai warrior has his or her own special attacks. Check out page 34 for details of each character's special attack commands. The moves marked "(Sword)" can only be used when you have a sword, so make sure you've got one before you try to use them!

USE THE POWER OF YOUR ANGER!



Keep your eyes on the "Rage Gauge" at the bottom of the screen. The gauge increases every time you are injured. When it reaches maximum, you'll be ready to use the power of your anger! Your face will change color, and for a limited period of time all your attacks will be much more powerful. The rate at which the gauge increases, and how long the rage power lasts, differ for each character - make sure you learn how your character reacts. The rage gauge stays at the same level when you move from one duel into the next, so even if you lose the first duel, you can use your rage power to help you win the next.

Check out the difference a bit of "rage power" can make when you attack.



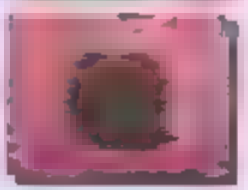
Watch out for the special "Courier Man" when you're dueling - he'll run past lobbing parcels at you and your opponent. Some of these deliveries will help you to victory, but some are lethal - watch out!

Meat (Life Restoration)

Try to grab all of these items. The larger the portion of meat, the more your life gauge will increase.

Money (Points)

Money, money, money - everything from cash boxes to small change. The greater the amount, the more points you score.



Bombs (Run!!!)

Watch it - these items explode! You've got a few seconds to escape before they blow up, and if you're still nearby when they do you'll be injured!

Superior swordsmanship is the secret to Samurai success!

Hang on to your sword at all costs - your attack power is much weaker without it

LOCKING SWORDS

As soon as you lock swords with your opponent in close combat, start pressing the Slash button repeatedly - if you slip up here, your sword will be flipped away!

LOSING YOUR SWORD

If you lose your sword, you're gonna have to duel empty-handed - and this is going to really put you at a disadvantage! Get over to your weapon as fast as you can and press the slash button to pick it up!

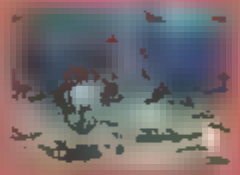
SWORD-STOPPING

Even without your sword, there's a way you can prevent your opponent from slashing you. A hint on how to do it - rush into your enemy's chest.

Ha-Oh Maru

Dedicated to the fighting life, Ha-Oh Maru spends his time training with his most treasured possession, his Fugu Blade, and travelling in search of worthy opponents. A famous warrior, he focuses solely on the moment when fighting, in order to push his limits to the utmost.

Sword Skill
(Ogi Benporatsu zan) (Sword)



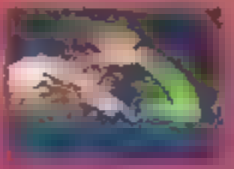
Crescent Moon Slash
(Ogi Kogetsu zan) (Sword)

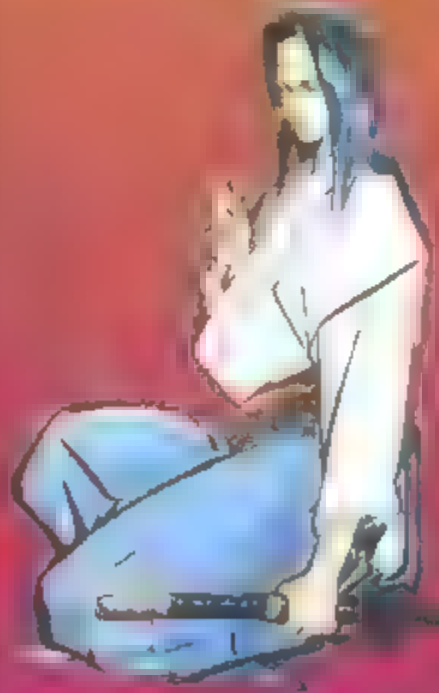
Ukyo Tachibana

A show off ladies' man with a rather world weary outlook on life. He loves the feeling of being alone in a crowd but hates actual solitude. He travels in search of the perfect bouquet of flowers to send to his sweetheart Kei Odagi.

Sword Skill
(Hiken Sasameyuki) (Sword)

Swallow Swipe
(Hiken Tsubamegaeshi) (Sword)

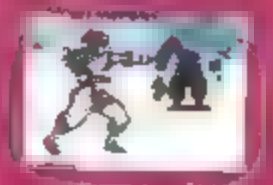


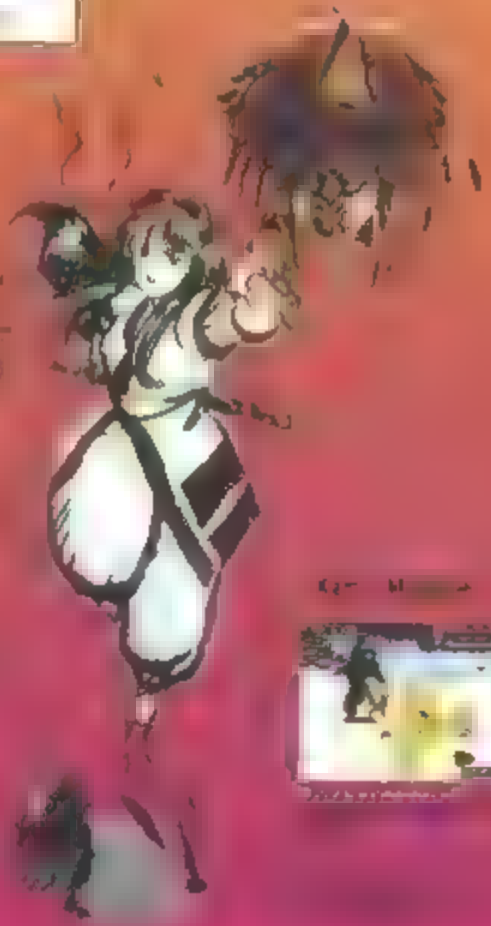


Nakururu

A kind-hearted young
protecting the planet
Accompanied by her
beloved companion
Mamahaha the eagle she
has ventured out on a quest

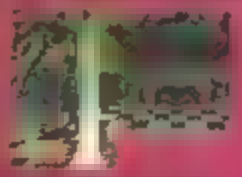
Anou Mutsube (Sword)





Charlotte

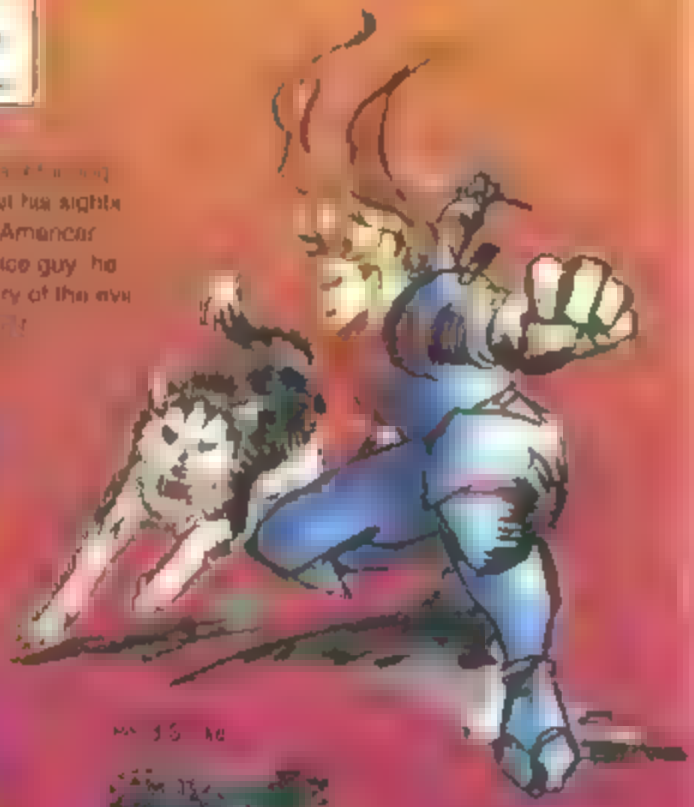
A revolutionary warrior with
absolute faith in her fighting ability
folk of France has come forth to
deliver her country from the

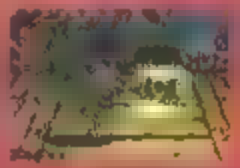


The Ninja Golden Boy

Gelford

Poppy Gelford has set his sights on becoming the first American Ninja master. A real nice guy, he strives to rid his country of the evil



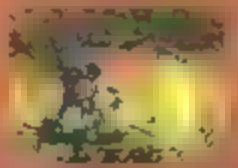


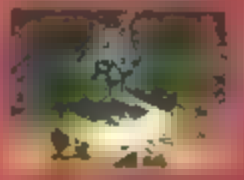
The Master of the Shadows

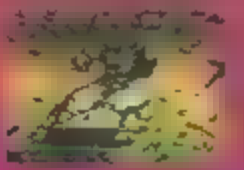
Hanzo Hattori

The most formidable of all the ninja, Hanzo Hattori is both admired and feared for the cool and ruthless way in which he fights. He has gone forth into the world to free the soul of his son captured by the evil Shiro Tokisada Amakusa

Ninja Exploding Dragon (Ningo Bakuenryuu)



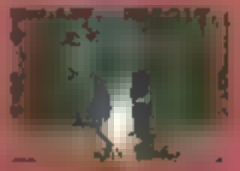




Jubei Yagyu

Yagyu is a strict follower of [illegible] way of the Samurai [illegible] his destiny to live a Spartan life of rigorous training and loyalty to his Tokugawa Shogun. An expert two-handed swordsman his aim is to spread his style of fighting throughout the world.

[illegible] Saber
(Nikkaku Bato Sword)

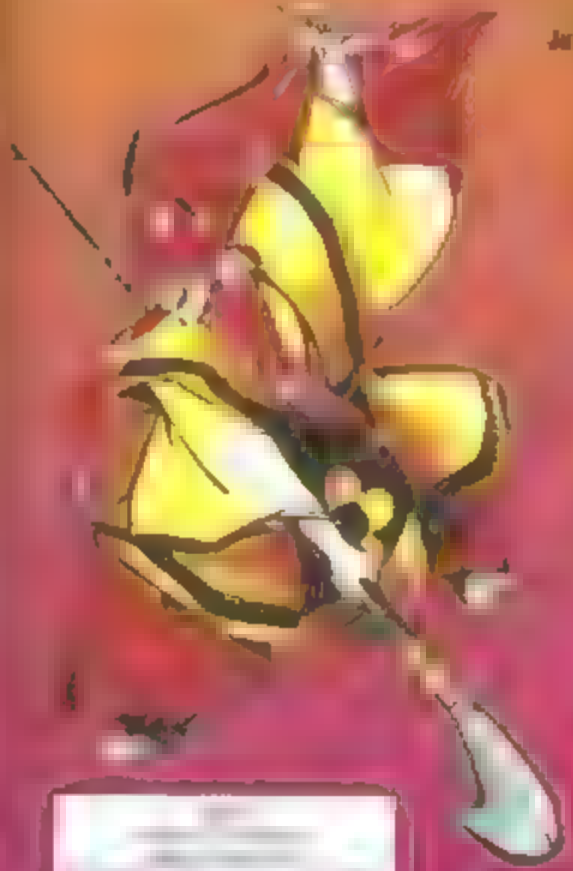


[illegible]
(Kata [illegible] Sword)

Saber [illegible]
[illegible] Sword

Kyoshiro Senryo

A [illegible] surpass his father, a former Kabuki actor, and make a splash on the world [illegible] to introduce the wonders of Kabuki throughout the world.



Jumping Lion (Chobijishi) (Sword)

+ Kick button

[illegible]
Kaitan Kyokubu (Sword)

[illegible]

The Gargantuan Military Hero

Wan Fu

Age: 35
Birthplace: China (descendant of a royal line)
Weapon: Sword of the Emperor
Martial Arts School: Shorinji sword fighting

Despite his somewhat barbaric appearance, Wan Fu is one of China's top heroes and a loving husband, with a profound understanding of politics and military strategy. He has come to Japan to search for warriors to help him in his quest to unify China.

Fantastic Thunder Bomb
(Kiko-Bakurenno) (Sword)

+ Slash button

Fantastic Whirlwind
(Kiko-Senpusan) (Sword)

+ Slash button

(When character is facing right)

The Mayan Avenger

Tam Tam

Age: 19
Birthplace: Greenvale, Ixipalotal
Weapon: Hengei-Hengei-Zangei
Martial Arts School: Maya-style fighting

The strongest fighter in South America, Tam Tam's kind personality is hidden behind his fearsome mask. He has ventured across the seas in a quest to recover his village's lost Parenkai Stone, stolen some time previously.

Paguna Paguna (Sword)

briefly, then

Ahow Gaboori

Slash button

Moora Gaboora

+ Slash button
(When character is facing right)

The Scissor-Handed Slasher

Genan Shiranui

Age 73
Birthplace: Onisakijima, Japan
Weapon: Azami (named after his wife)
Martial Arts School: Magical fighting techniques

Strongest warrior of the magical Shiranui tribe, Genan can use either of his vicious slasher hands to mince his enemies. He aims to become the King of the realm of magic.

Poison Cloud Puff (Doku-Fubuki)

+ Slash button

Slasher Spin (Nikutenzuki)

+ Slash button

(When character is facing right)

A Ton of Trouble from Texas

Earthquake

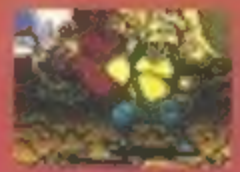
Over ten ugly feet of pure and nasty American Ninja. His hobby is collecting treasure, and he's taking advantage of the current worldwide troubles to try to pinch as much gold, jewels, and other good stuff as he can cram into his beefy paws.

Age 29
Birthplace: Texas
Weapon: Fujiyama Blade
Martial Arts School: His own brand of Ninja fighting

Fat Chainsaw (Sword)

Press the Slash button repeatedly

Fat Bound



While jumping,
and press Kick button repeatedly

Triangle Jump

Jump to side of screen,
and press ▲ Control Pad in opposite direction to jump
(When character is facing right)

Special Attacks

HA-JU MARU

Cyclone Slash (Ogi-Senpuretsu-zan) (Sword) : ↓↘→ + Slash button
Crescent Moon Slash (Ogi-Kogestsu-zan) (Sword) : →↙↓↘ + Slash button

UKYO TACHIBANA

Snowfall Slash (Hiken-Sasameyuki) (Sword) : ↓↙→ + Slash button
Swallow Swipe (Hiken-Tsubamegaeshi) (Sword) :
↙↓↘→ + Slash button while jumping

NAKORURU

Annu Mutsube (Sword) : →↙↓ + Slash button
Amube Yatoro : →↘↓↙→ + Slash button
Kamui Mutsube : Hold onto eagle + Slash or Kick button
Lela Mutsube (Sword) : ↓↘→ + Slash button
Yatoro Poku : Hold onto eagle + ↓ or ↘ or ↙ + Slash or Kick button
Mamahaha Flight : ↓↙→ + Kick button
Mamahaha Call : When disarmed, ↓↙→ + Y button
Triangle Jump (Sankaku-Tobi) :
Jump to side of screen, and press ← Control Pad in opposite direction to your jump

CHARLOTTE

Splash Fount (Sword) : Press Slash button repeatedly
Power Gradation (Sword) : ↙↓↘ + Slash button

GALFORD

Plasma Blade : ↓↘→ + Slash button
Rush Dog : ↓↙→ + Slash button
Head Strike : Move near opponent, then →↓↘ + Kick button
Ninja Shadow Replicates : →→↙↓↘ + A, B, X, or Y button
Triangle Jump (Sankaku-Tobi) :
Jump to side of screen, and press ← Control Pad in opposite direction to your jump
Head Replica Attack :
Hold down A + B buttons when attacked (ineffective against special attacks)
Rear Replica Attack : →↘↓↙→ + A + B buttons
Machine Gun Dog : ↓↙→ + Weak Kick button
Diving Dog : ↓↙→ + Medium Kick button

HANZO HATTORI

Ninja Exploding Dragon (Ninpo-Bakuenryuu) : → Hold → + Slash button
Ninja Teleportation Jig (Ninpo-Ussemitenbu) : →↘↓↙→ + A + B buttons
Flying Spikeball (Reppu-Shuriken) : ↓↘→ + Slash button
Ninja Shadow Replicates (Kage-Bunshin) : →→↙↓↘ + A, B, X, or Y button
Ninpo Ussemi Chizen :
Hold down A + B buttons when attacked (ineffective against special attacks)
Shrike Dash (Mozu-Otoshi) : Move near opponent, then →↓↘ + Kick
Triangle Jump (Sankaku-Tobi):
Jump to side of screen, and press ← Control Pad in opposite direction to your jump

JUBEI YAGYU

Tsunami Saber (Nikkaku-Rato) (Sword) : →↓↘ + Slash button
Geyser Thrust (Katto-Suigetto) (Sword) : ↓↘→ + Slash button
Saber Thrash (Hasso-Happa) (Sword) : Press Slash button repeatedly

KYOSHIRO SENRYO

Jumping Lion (Chobijishi) (Sword): ↓ ↗ → + Kick button
Kabuki Crunch Dance (Kaiten-Kyokubu) (Sword) : → ↗ ↓ ↖ + Slash button
Whirlwind Fan (Fu-Ressen) : ↓ ↙ ← + Slash button
Wheel of Smoke (Chikemuri-kuruwa) : At the peak of a jump, ↓ + Hard attack button
Twirling Fan (Kaen-Kyokubu) : ↙ ↓ ↘ → + Slash button

WAN FU

Confucius Thunder Bomb (Kiko-Sakutenho) (Sword) : ↓ ↙ ← + Slash button
Confucius Whirlwind (Kiko-Senpuzan) (Sword) : ← ↓ ↖ + Slash button

TOM TOM

Pagona Pagona (Sword) : ← briefly, then →
Ahow Gaboori : ← ↖ ↑ ↗ → + Slash button
Moora Gaboora : ↓ ↖ ← + Slash button
Pagona Dios : ↓ ↙ ← + Kick button

JUBAN SHIRANUI

Poison Cloud Puff (Doku-Fubuki) : ↓ ↖ ← + Slash
Slasher Spin (Nikutenzuki) : ← ↓ ↖ + Slash button

EARTHQUAKE

Fat Chainsaw (Sword) : Press Slash button repeatedly
Fat Bound : While jumping, ↓ and press Kick button repeatedly
Triangle Jump (Sankaku-Tobi) :
Jump to side of screen, and press ← Control Pad in opposite direction to your jump

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